SOFTSYNC, INC.

Dear Patient Customer,

Boy, am I sorry. I have finally enclosed your order and am very sorry for the delay. I think I owe you an explanation.

We are very concerned about both the content and the technical quality of our programs.

We initially received a shipment from the manufacturer in which the programs had shown some loading difficulties. Rather than take the chance of sending them out and hoping our customers would be able to load them, we decided to send the entire shipment back. We insisted that the manufacturer examine the duplication process and improve the data signal so the programs would load successfully every time.

No matter what, we expect some defective tapes but we are insisting that it be 1% or less of those manufactured and they would obviously be replaced immediately.

I realize it has been frustrating to wait this long but I sincerely had your interest at heart by improving that quality of the tapes because, believe me, there's nothing more frustrating than a tape that won't load.

I hope that this will not cause you to have a lower opinion of the way we treat our customers -- we tried to write a letter to everyone -- because this is not our normal practice.

Under normal circumstances our policy is to ship programs within seven days of receiving your order and I hope you'll give us another shot.

Thanks for your patience and happy computing.

Sincerely,

Sue Currier

Sue Currier
President

SC/ep

P.O. Box 480, Murray Hill Station, New York, N.Y. 10156
(212) 685-2080

SOFTSYNC, INC.

NEW RELEASES!

ZX81 SOFTWARE

THE CHECK BOOK

Get rid of the draw full of old checks and end the monthly hassle of checkbook balancing with THE CHECK BOOK. This personal or business checking account program stores up to 250 transactions on a single program. Over 3600 transactions can be permanently stored on a single cassette. THE CHECK BOOK provides all transaction information and memos and will sort by date, latest transactions or alphabetically.

16K $14.95

CUBE

A scientific approach to solving the Cube. This program allows you to set up and move the Cube in any configuration, gives you a choice of displays -- two dimensional, three dimensional and flat -- and remembers every move.

16K $14.95

VU-CALC

Turn your ZX81 into an immensely powerful analysis chart. VU-CALC constructs, generates and calculates large tables for such diverse applications as financial analysis, budget sheets and projections. Using a choice of grids and formulas you can quickly and easily set up an entire business or household financial management program.

16K $19.95

CYBORG WARS

Rule your own country on a small asteroid in our galaxy. You are provided with secret reports of resources like population figures, stockpiled arms and rations and must utilize your Breeders, Farmers, Workers and Soldiers effectively. If you do you may take over the entire asteroid. If you don't you'll be faced with insurrection. Play against the computer or with up to four players.

16K $14.95

BACKGAMMON

This classic game of skill and luck has been transformed into an exciting ZX81 game using fast and efficient machine code and detailed graphics. Backgammon has a choice of four levels of skill and features screen displayed rolling diceand doubling cube.

16K $14.95

PLUS BOOKS

The Complete ZX81 BASIC Course	$35.00
Not Only 30 Programs for Sinclair ZX81: 1K	$14.95
Machine Language Programming Made Simple	$19.95
ZX81 ROM Disassembly	$14.95
Understanding Your ZX81 ROM	$19.95

Please send me:

___copies of CUBE @ $14.95 ea
___copies of BACKGAMMON @ $14.95 ea
___copies of THE CHECK BOOK @ $14.95 ea
___copies of CYBORG WARS @ $14.95 ea
___copies of VU-CALC @ $19.95 ea

Add $1.50 shipping and handling.
New York residents add sales tax.

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CITY _____

STATE/ZIP _____

"THE BEST ACTION GAMES WE HAVE SEEN"—SYNC MAGAZINE.

SUPER INVASION AND WALL BUSTERS FOR YOUR ZX81!

★ TOTALLY FLICKER FREE.

Absolutely no flicker. You don't need to press anything for the display to move.

★ AVAILABLE FOR THE ZX81 & ZX80

Compatible with the ZX81 or the ZX80 with 8K ROM. Also available for the ZX80 with 4K ROM.

★ MOVING GRAPHICS

No hardware modifications required for these exciting moving graphics games! A breakthrough for 1K computers.

★ MACHINE LANGUAGE

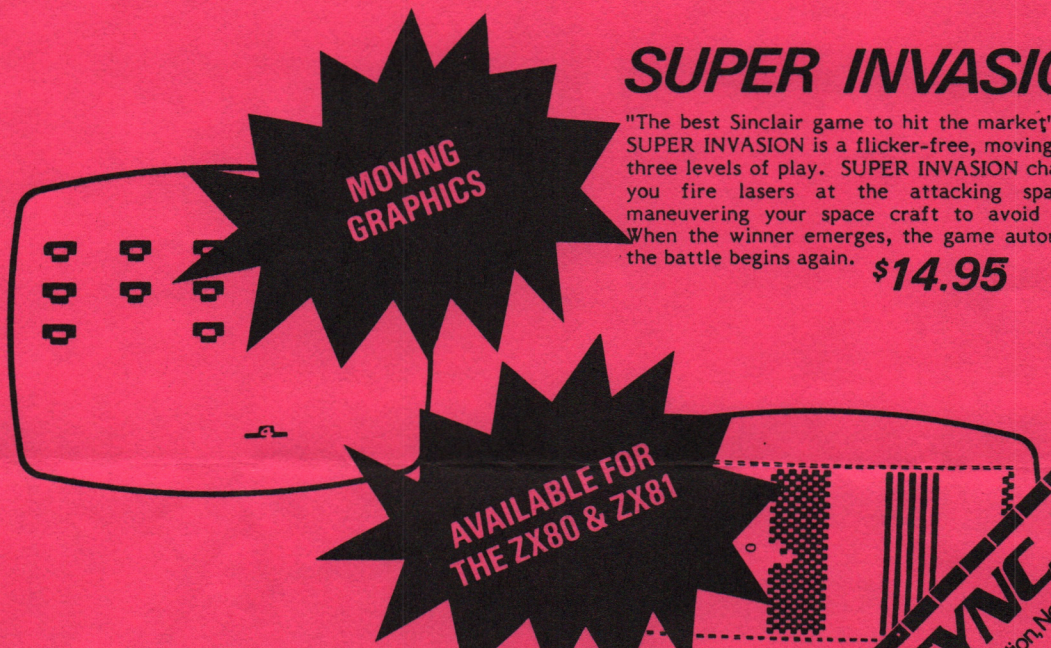
These programs are written in the computer's own language making continuous, flicker-free action possible for the first time.

★ FITS 1K BASIC MACHINE.

Loads just like any other program on cassette. Each tape contains instructions on how best to load the cassette.

★ ALL PROGRAMS ON CASSETTE.

Amazing as it is, these moving graphics programs fit into your basic 1K Sinclair!



SUPER INVASION

"The best Sinclair game to hit the market" -- SYNC Magazine. SUPER INVASION is a flicker-free, moving graphics game with three levels of play. SUPER INVASION challenges your skill as you fire lasers at the attacking space invaders while maneuvering your space craft to avoid their deadly lasers. When the winner emerges, the game automatically resets and the battle begins again. **$14.95**

WALL BUSTERS

"A breakthrough in creating active display games" --SYNC Magazine. WALL BUSTERS (formerly "Double Breakout") challenges you to break through two barricades using nine balls and a curved bat. With seven levels of play, WALL BUSTERS is hard to beat. You'll be amazed at the superb graphics in this 1K game. **$14.95**

SOFTSYNC, INC.
P.O. Box 480, Murray Hill Station, New York, N.Y. 10156

Please indicate: I have a ZX81 or ZX80 WITH 8K ROM ☑
I have a ZX80 with 4K ROM ☐

☐ Please send me 1 copies of SUPER INVASION @ $14.95 each.
☐ Please send me ____ copies of WALL BUSTERS @ $14.95 each.
Plus $1.50 shipping and handling. (N.Y. residents add sales tax.)
I enclose check/money order for $16.45.

Name R.L. Gowen
Address 1419 1/2 7th Street
City Oregon City
State ORE
Zip 97045

NEW!

THE COMPLETE SINCLAIR ZX81 BASIC COURSE

At last, a comprehensive text for your Sinclair ZX81! The complete BASIC Course is a manual which will immediately become an indispensible work of reference for all your ZX81 programming.

Whether you have never done any programming or whether you are an experienced microcomputer user, the Complete BASIC Course will provide an invaluable aid.

The complete BASIC Course is designed to teach you to write and develop BASIC programs for the Sinclair ZX81 – no other books or aids are necessary. All is revealed in our easy step-by-step guide with programs and "test yourself" exercises all the way through.

As you become more proficient with computing, the Complete BASIC Course will continue to be an essential guide, giving you finger tip references, numerous advanced programming techniques and memory saving devices specifically for the Sinclair ZX81.

HOW TO WRITE PROGRAMS

Even if the idea of writing programs is completely mystifying to you, the Complete BASIC Course will show you just how easy it is. In no time you will be able to write and enjoy complex programs for whatever you desire.

Using the proven "TOP-DOWN" approach, the Complete BASIC Course will show you systematic and simple ways to write programs. Even experienced programmers will benefit from this Course, making programs easier to write and less prone to error!

NUMEROUS EXAMPLES

Every concept, every function is fully described by simple programs that you can enter on your Sinclair ZX81 in minutes.

The Complete BASIC Course contains over 100 programs and examples! These programs illustrate the use and possibilities of the Sinclair ZX81:

- Home use
- Financial analysis and planning
- Educational applications
- Games
- Mathematical applications
- Displays of 'Artificial Intelligence'

EVERY FUNCTION COVERED

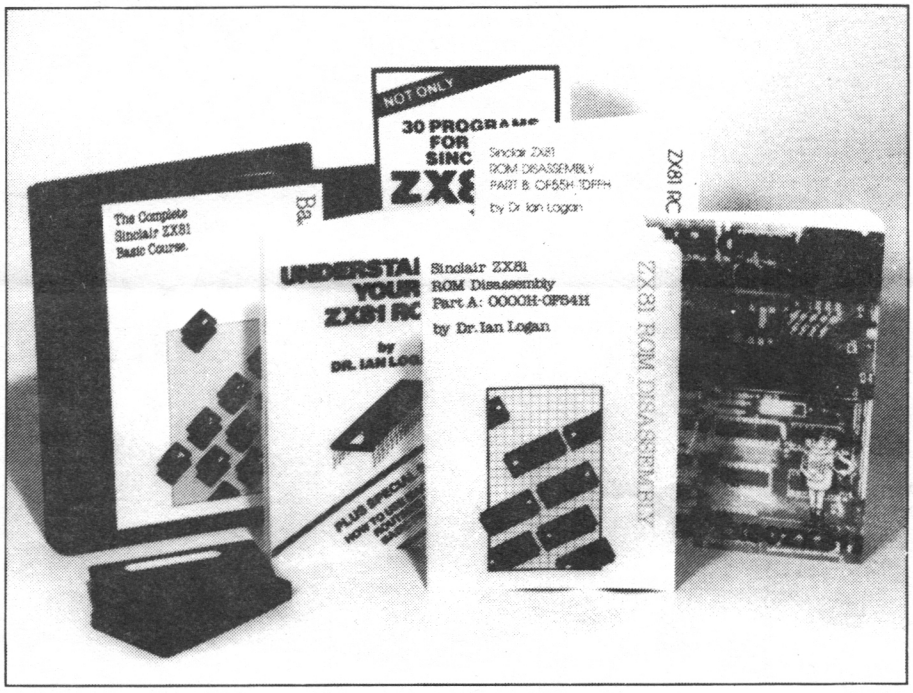
No matter what your application, what your confusion about any function, you will find it covered in the Complete BASIC Course.

A full and detailed discussion is included of even traditionally taboo topics such as USR, PEEK and POKE.

A handy alphabetical summary section lists all functions, and provides a short description and example programs of all topics.

A PERMANENT WORK OF REFERENCE

The complete BASIC Course is an excellent reference work for experienced programmers (including tips on using special techniques) as well as a comprehensive step-by-step guide for complete beginners.



BASIC Course Programs on Cassette —

All major programs in the BASIC course are available on cassette for an additional $5.00. These cassettes are useful as a supplement to the course.

OTHER TITLES AVAILABLE:

ZX81 ROM Disassembly Part A

This book is for the programmer that needs complete answers about the ZX81. Dr. Logan has examined all routines in the ROM and here he comments on each one. It covers all ROM locations from 0000H to 0F54H, and includes all functions except for the routines used in the floating point calculator.

ZX81 ROM Disassembly Part B

In this companion volume to Part A Dr. Logan covers locations 0F55H to 1DFFH and includes all routines used in the ZX81 floating point calculator. These two books are a must for the experienced programmer.

Not Only 30 Programs for the Sinclair ZX81: 1K —

Not only over 30 programs, from arcade games to the final challenging Draughts playing program, which all fit into the unexpanded 1K Sinclair ZX81 but also notes on how these programs were written and special tips! Great value!

Machine Language Programming Made Simple for the Sinclair —

A complete beginner's guide to the computer's own language – Z80 machine language. Machine language programs enable you to save on memory and typically give you programs that run 10-30 times faster than BASIC programs.

Understanding Your ZX81 ROM —

A brilliant guide for more experienced programmers by Dr. Ian Logan, this book illustrates the Sinclair's own operating system and how you can use it.

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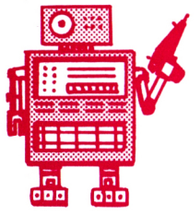
The Complete Sinclair ZX81 BASIC Course	$35.00	☒
Basic Course Programs on Cassette	$5.00	☐
Not Only 30 Programs/Sinclair ZX81: 1K	$14.95	☐
Machine Language Programming Made Simple	$19.95	☐
ZX81 ROM Disassembly Part A	$14.95	☐
ZX81 ROM Disassembly Part B	$14.95	☐
Understanding Your ZX81 ROM	$19.95	☐
Shipping and handling	$ 1.50	
Sales tax (NY residents only)	836.50	

STRATEGY

CYBORG WARS



On a small asteroid in our galaxy, four nations of androids have been engaged the last four or five Aeons in continual warfare over the asteroid's limited resources. Each of the four nations, presently ruled by a computer, seeks a human to rule it in hopes of breaking the vicious cycle of warfare.

Rulers are provided with secret reports of their resources (population figures, stockpiled arms and rations) which are accessed by password and must utilize their Breeders, Farmers, Workers and Soldiers effectively.

Soldiers can be used as spies, at great risk, but their information may lead to a decision to go to war.

Eventually a winner emerges when a ruler has the largest population total over a period of years or overruns the other countries and dominates the asteroid.

16K $14.95

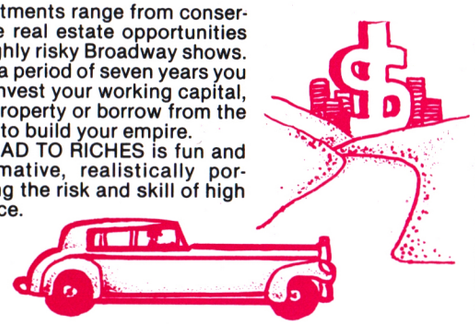
SKILL

ROAD TO RICHES

What would you do if someone gave you a million dollars to invest? Would you make more money or lose it all? This investment game combines luck and strategy to challenge up to four players to wheel and deal their way to riches...or ruin.

Investments range from conservative real estate opportunities to highly risky Broadway shows. Over a period of seven years you can invest your working capital, sell property or borrow from the bank to build your empire.

ROAD TO RICHES is fun and informative, realistically portraying the risk and skill of high finance.



16K $14.95

FANTASY

ADVENTURE "A"

Your space ship is marooned on a strange planet but you can get out if you make the right combination of decisions. Written in machine language, this challenging adventure has over 100 words of vocabulary.

16K $19.95

ADVENTURE "B"

Enter the long lost Inca Temple, find your way through the tricky tunnels and corridors and you may find the lost treasure. Or you may be lost forever.

16K $19.95

Inspired by the adventure games originally written on large computers, these Adventures have been designed to run on your Sinclair ZX81 (and the ZX80 with 8K ROM).

The Adventures take you through rooms, caves and tunnels where you move and manipulate objects with short English commands.

The programs give you descriptions of where you are and what you see. It's up to you to tell the computer what to do. If you love a challenge, like to be baffled and enjoy jokes, you'll have hours of fun with these two Adventures.

ZXCHESS

ZXCHESS is the fastest, most versatile chess program available for the Sinclair. With seven levels of play, ZXCHESS has the ability to accept and play all standard chess moves including castling and en passant captures.

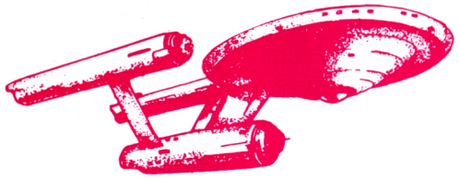
This sophisticated program has a detailed display of the playing board and allows you to change sides and even levels of difficulty during a game.

You can set up the board at any point in the game to examine a special position. If you get stymied, the program will even suggest a move for you.

16K $24.95

SPACE TREK

As commander of Starship Enterprise, you find yourself defending a galaxy—made up of 64 sectors—overrun with the dreaded Drakons. Your mission is to seek them out and destroy them before time and fuel run out. Can you destroy them?



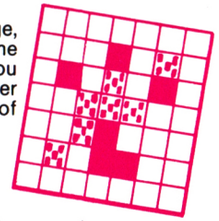
With five level of play and excellent graphics, you'll find SPACE TREK entertaining and challenging. Can only be used with the ZX81.

16K $14.95

REVERSI

If you like Othello, you'll love REVERSI. This exceptionally challenging game is played on a full 8 by 8 board displayed on the screen, REVERSI fits into 1K on the ZX80/8K ROM or the ZX81.

Written in machine language, REVERSI plays a mean game and only allows legal moves. You can start or let the computer start and you have a choice of starting positions.



1K $14.95

ORDER FORM

ALL PROGRAMS ON CASSETTE	PRICE	QTY	AMOUNT
SUPER INVASION	14.95		
WALLBUSTERS	14.95		
ZXCHESS	24.95		
ADVENTURE "A"	19.95		
ADVENTURE "B"	19.95		
SPACE TREK	14.95		
CYBORG WARS	14.95		
REVERSI	14.95		
ROAD TO RICHES	14.95		
TEN EXCITING PROGRAMS	14.95		
DIRECTORY/RECORD	14.95		
MACHINE LANGUAGE	19.95		
UNDERSTANDING YOUR ROM	19.95		
SHIPPING AND HANDLING	1.50		$1.50
SALES TAX (NY RESIDENTS ONLY)			
	TOTAL:		

Foreign orders must be paid by International Money Order or foreign draft in U.S. Dollars drawn on a New York bank.

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CITY _____

STATE/ZIP _____

New York residents add sales tax.

Please add $1.50 shipping & handling

TEN EXCITING PROGRAMS FOR THE ZX81: 1K

These BASIC programs are recorded on cassette and include complete listings. Play LUNAR LANDER, CORRIDORS OF DEATH, STAR TREK, SHUTTLE PILOT, ALIEN ALERT, SHOOT OUT, KAMIKAZE PILOT, BATTLE ZONE, SPACE ESCAPE and BRANDS HATCH.

In addition to listings, there are suggestions for adapting and upgrading the programs using additional memory. Can only be used with the ZX81.

1K $14.95

DIRECTORY/RECORD

Two utility programs on one cassette with full listings.

If you store multiple programs on cassette, the DIRECTORY program is useful because it will "listen" to the tape and display the names of the programs on the tape.

The RECORD program allows you to save data onto tape and read it back into the program at a later stage. RECORD can be incorporated into your own BASIC programs and is ideal for name and address information, short data blocks, etc.

1K $14.95

BOOKS

UNDERSTANDING YOUR ZX81 ROM

Plus Special Section: How to use machine code routines in your BASIC programs.

The author, Dr. Ian Logan, illustrates all the facilities of the ZX81 monitor, how it works and how you can use it in your own programs. A special section shows you how you can squeeze more power into your ZX81 by using machine language and machine language subroutines.

An essential book for those who really want to understand the full workings of the Sinclair ZX81.

$19.95

MACHINE LANGUAGE PROGRAMMING...

Made Simple For the Sinclair ZX81. This book is essential for Sinclair users who want to make full use of their ZX81. Going beyond BASIC into machine language, you will learn how to use the Sinclair's own language, enabling you to gain more computer power and write faster running programs.

Written for the beginner as well as experienced user, this book includes descriptions of the instructions grouped by subject and usefulness, a BASIC program used to edit machine language and many sample machine language routines for the Sinclair.

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Software A TO ZZZZAPPP

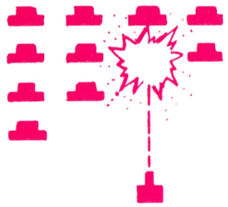
1K!

SUPER INVASION

"The best Sinclair game to hit the market." —SYNC Magazine. A moving graphics game with three levels of play. SUPER INVASION challenges your skill as you fire lasers at the attacking space invaders while maneuvering your space craft to avoid their deadly lasers.

Above you rows of aliens rain down missles, moving across the screen, getting closer to you on each pass. When the winner emerges, the battle begins again.

SUPER INVASION is written in machine language for the ZX80/8K ROM and the ZX81. Also available for the original ZX80/4K ROM. Please specify when ordering.



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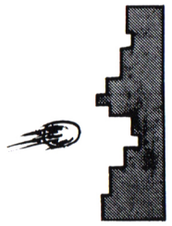
WALLBUSTERS has a game field 31 spaces wide and 18 spaces high with two walls of blocks running vertically, each five rows thick. The ball bounces between the paddle and the blocks, each time chipping a block off the wall. The number of balls remaining is displayed in the corner.

WALLBUSTERS is written in machine language for the ZX80/8K ROM and the ZX81. Also available for the original ZX80/4K ROM. Please specify when ordering.



1K $14.95